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(11) EP 0 918 315 A1

(12)

EUROPEAN PATENT APPLICATION

(43) Date of publication:
26.05.1999 Bulletin 1999/21

(51) Int Cl.⁶: G09G 5/30, G09G 1/16

(21) Application number: 98402879.5

(22) Date of filing: 20.11.1998

(84) Designated Contracting States:
AT BE CH CY DE DK ES FI FR GB GR IE IT LI LU
MC NL PT SE
Designated Extension States:
AL LT LV MK RO SI

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(30) Priority: 24.11.1997 FR 9714724

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(54) Process for coding characters and associated display attributes in a video system and device implementing this process

(57) The process for coding characters and associated display attributes in a video system consists in:

coding a first cue of character type in a first word;
coding a second cue of display attribute type, a so-called parallel attribute, defining the colour or aspect associated with a character, in a second word, comprising at least one selection bit whose value indicates whether the parallel display attribute transmitted is a colour attribute or a shape attribute;
storing the value of the said parallel display attribute;
using, for display of the current character, the colour attribute,

respectively the shape attribute, transmitted at the same time as the current character, or by default, the colour attribute, respectively the shape attribute, stored during transmission of a previous character.

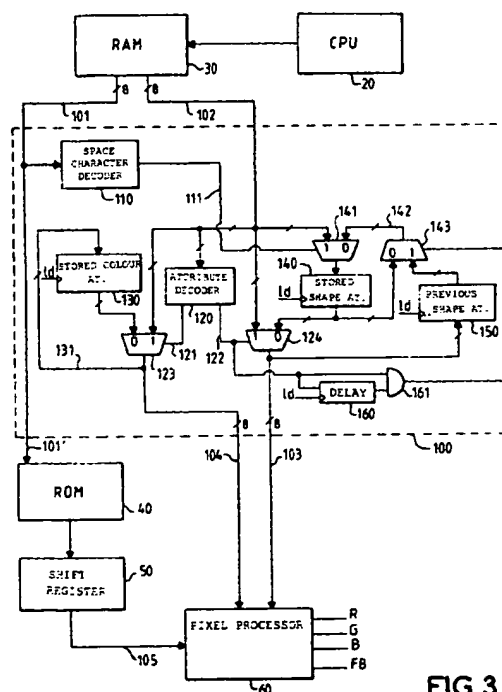


FIG. 3

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Description

[0001] The present invention relates to a process for coding characters and associated display attributes in a video system making it possible to display text or graphics in a video image. The invention also concerns a device for generating characters in a video system implementing this process.

[0002] The displaying of characters on a video screen is necessary in particular for applications in which the video image is replaced by text intended to supply the user with information, but also for producing subtitles incorporated into a video image, for example to improve the comfort of the hard of hearing. Another application relates to the displaying of menus for adjusting television monitors which guide the user step by step so that he can easily adjust his television receiver.

[0003] These various applications require an ever more meticulous display involving an increase in both the size of the character sets available and the number of display parameters defining the colour and the shape of each character displayed.

[0004] Known character generators generally possess a read-only memory (ROM), termed the character font memory, in which are stored the various models of characters available, in the form of matrices where each intersection represents a pixel, some pixels representing the shape of the character and others representing the background of the character.

[0005] The codes of the characters to be displayed are stored in a random-access memory (RAM) which supplies the above described read-only memory with the code of the character.

[0006] The appearance of the characters on the screen is governed by parameters called display attributes which define the colour of the characters or their aspect on the screen. It is thus possible in particular to define the colour of the shape and/or of the background of the character, the size (single, double), underlining, the displaying of a dark outline around the shape of the character, the flashing of the character, etc. by virtue of these display attributes. The display attributes defining the aspect of the characters on the screen will hereinafter be referred to as shape attributes whilst the attributes defining the colour of the background or of the shape of the character will be referred to as colour attributes.

[0007] In the prior art, it has been proposed to code the characters over one byte (one word 8 bits long) and to transmit the display attributes in so-called "serial" mode, that is to say that the cue coded over one byte contains either the code of a character to be displayed, or a code corresponding to a display attribute which is to be used for the next word. The display attribute codes are transmitted only when no character is displayed, that is to say between the words.

[0008] This mode of coding is very economical in terms of necessary memory space but it provides very

few display possibilities. This is because each word necessarily has a unique colour and aspect and only one parameter out of the colour (of the background or of the shape of the characters) or the aspect can be changed from one word to the next.

[0009] To offer more display possibilities it has also been proposed to use a coding over two bytes, the first byte containing, as above, either a code of a character to be displayed, or a display attribute code transmitted in serial mode, called a serial attribute, and the second byte containing a so-called "parallel" display attribute code containing both a shape attribute and a colour attribute for defining the aspect and the colour of the character defined in the first byte.

[0010] This solution is effective in increasing the display possibilities by making it possible to define a background colour and shape colour as well as an aspect which is specific to each character. However, the choice of colours and display aspects is limited by the one-byte size reserved for the shape and colour attributes.

[0011] The purpose of the invention is to improve the display possibilities by offering a wider choice of colours and shapes so as to define the appearance of the characters on the screen and to do so at negligible additional cost as compared with the prior art.

[0012] The subject of the invention is a process for coding characters and associated display attributes in a video system characterized in that it consists in:

- coding a first cue of character type in a first word N bits long;
- coding a second cue of display attribute type, a so-called parallel attribute, defining the colour or aspect associated with a character, in a second word, M bits long, comprising at least one selection bit whose value indicates whether the parallel display attribute transmitted is a colour attribute or a shape attribute;
- storing the value of the said parallel display attribute;
- using, for display of the current character, the colour attribute, respectively the shape attribute, transmitted at the same time as the current character, or by default, the colour attribute, respectively the shape attribute, stored during transmission of a previous character.

[0013] An advantage of the invention is that it offers a greater choice in the display possibilities whilst requiring, as compared with the prior art, a memory space of size equal to only a parallel display attribute code.

[0014] According to a preferred embodiment of the invention, the value of the parallel display attribute transmitted is stored by a first storage means if it is a colour attribute and by second storage means if it is a shape attribute.

[0015] Thus, there is a storage means for the colour attribute and a storage means for the shape attribute.

The colour attribute (respectively shape attribute) stored serves to define the appearance of the character transmitted in the first word to the screen when the second word contains a shape attribute (respectively a colour attribute). Moreover, during each character transmission it is possible to modify the value of the colour attribute stored or of the shape attribute stored, depending on the type of parallel attribute which is transmitted.

[0016] According to a particular embodiment, the parallel display attribute is stored by the second storage means only if at least two consecutive parallel display attributes transmitted are of shape attribute type.

[0017] Advantageously, the penultimate of the at least two consecutive parallel display attributes of shape attribute type is stored by the second storage means.

[0018] According to another particular embodiment, the parallel display attribute is stored by the first storage means only if at least two consecutive parallel display attributes transmitted are of colour attribute type.

[0019] Advantageously, the penultimate of the at least two consecutive parallel display attributes of colour attribute type is stored by the first storage means.

[0020] By virtue of these arrangements, it is possible, as will be seen later in the example of Figure 2, to modify both the colour and the shape between two consecutive characters.

[0021] According to a particular embodiment, the parallel display attribute transmitted in the second word is stored directly by the appropriate storage means only when a predetermined specific character code is transmitted in the first word.

[0022] Thus, it is possible to force storage of the parallel display attribute when necessary, without waiting to have two consecutive attributes of the same type (shape attribute or colour attribute).

[0023] Advantageously, the predetermined specific character code corresponds to the space character.

[0024] According to a particular embodiment, the predetermined specific character code belongs to a subset among the serial display attribute codes.

[0025] According to a particular embodiment, the first and the second word are of equal length ($N=M$ bits).

[0026] Advantageously, the first and the second word are 8 bits long.

[0027] According to a particular embodiment, a device for generating characters in a video system implementing the process according to the invention, is characterized in that it comprises:

- a) a memory in which are held the codes of the characters to be displayed and the codes of the parallel display attributes of the said characters, the display attributes being of the shape attribute type or of the colour attribute type, the said memory comprising as output a character data bus and an attribute data bus;
- b) an attribute decoding circuit which receives the attribute data bus as input and comprises

- a means of decoding the attribute type transmitted and
- at least one means for storing a display attribute received,

the said decoding means outputting to a shape attribute data bus and to a colour attribute data bus, either the code of the attribute received from the attribute data bus, or the code of the attribute stored, depending on the type of attribute transmitted on the said attribute data bus;

c) a read-only memory containing the character models and receiving as input the character data bus;

d) a pixel processor receiving from the read-only memory, by way of a shift register, data bits corresponding to the character models, and receiving check bits for the shape and colour attribute buses, the said pixel processor deriving the RGB signals corresponding to the text to be displayed.

[0028] According to a particular embodiment, the said device comprises a first means for storing the colour attributes and a second means for storing the shape attributes.

[0029] According to a particular embodiment, the said device furthermore comprises a first and a second multiplexing means, which are controlled by the means for decoding the type of attribute transmitted, the code of the attribute received from the attribute data bus being transmitted:

- either to the colour attribute bus by the first multiplexing means, the shape attribute bus receiving the shape attribute stored in the second storage means by way of the second multiplexing means;
- or to the shape attribute bus by the second multiplexing means, the colour attribute bus receiving the colour attribute stored in the first storage means by way of the first multiplexing means.

[0030] According to a particular embodiment, the said device furthermore comprises a means for storing the previous shape attribute transmitted on the shape attribute bus, the said previous shape attribute being stored in the second storage means only when two attributes transmitted consecutively on the attribute data bus are of shape attribute type.

[0031] According to a particular embodiment, the means for decoding the type of attribute transmitted comprises as output a line received on a first input of a logic AND, the second input of the logic AND receiving the said line after a delay corresponding to the duration of transmission of a character, the output of the logic AND indicating whether two consecutive attributes of shape type have been transmitted and controlling a third multiplexing means, which delivers either the previous shape attribute, or the shape attribute already stored to

the second storage means.

[0032] According to a particular embodiment, the said device furthermore comprises a decoder module for decoding the character code transmitted on the character data bus, the said decoder module controlling a fourth

[0033] Other characteristics and advantages of the invention will emerge via the following description of a particular non-limiting embodiment of the invention given with reference to the appended figures in which:

- Figure 1 diagrammatically represents the coding of a character and of its associated parallel display attribute in accordance with the invention;
- Figure 2 represents an example of the implementation of the process according to the invention;
- Figure 3 represents diagrammatically a device for generating characters implementing the invention;
- Figure 4 represents time charts for certain signals of Figure 3.

[0034] Represented diagrammatically in Figure 1 are the character code and the parallel attribute code such as they are stored in the random-access memory (RAM). The code corresponding to the character or to the serial display attribute is stored over 8 bits, referenced b'0 to b'7, thereby offering 256 possibilities of different codes.

[0035] Likewise, the parallel attribute code is stored over 8 bits, denoted b'0 to b'7, among which the most significant bit b'7 is termed the selection bit. Depending on whether the value of b'7 is equal to 1 or to 0 respectively, the bits b'0 to b'6 respectively contain a shape attribute or a colour attribute. There are thus 128 possibilities of different codes for the shape attribute as well as for the colour attribute.

[0036] Figure 2 illustrates an example of displaying characters according to the invention. This example is in accordance with the preferred embodiment of the invention according to which on the one hand a colour attribute and on the other hand a shape attribute are stored. This solution actually offers the most display possibilities although it is also possible to use a single storage means to store either the colour attribute or the shape attribute, alternately. Represented in succession are:

- in Figure 2a, the characters such as they appear on the screen;
- in Figure 2b, the contents of the corresponding character code;
- in Figure 2c, the contents of the corresponding parallel attribute code;
- in Figure 2d, the shape attribute stored; and
- in Figure 2e, the colour attribute stored.

[0037] It will be noted that, in Figures 2b to 2e, each square such as that referenced 1 in Figure 2b in fact represents a code having a size of one byte. For the sake of simplicity, Figure 2b depicts the character itself and not its code and in Figures 2c to 2e simplified codes have been used for the parallel attributes.

[0038] 'TS' stands for 'single size', 'DH' stands for 'double height' and 'C1' to 'C5' correspond to different colours (character shape and background colours).

[0039] Thus, C1 corresponds for example to a yellow character background 2 and to a blue character shape 3.

[0040] Focusing on the first character 'M', it may be observed that the stored colour attribute 4 contains the code C1 which was stored during the transmission of an earlier character.

[0041] The parallel attribute transmitted 5 contains a shape attribute TS which is applied to the current character 'M'. The latter therefore appears on the screen in single size and with the colour corresponding to the code C1 of the stored colour attribute.

[0042] The next character 'e' contains a shape attribute TS in its parallel attribute code 6. According to a particular embodiment of the invention, since two shape attributes 5, 6 have been transmitted consecutively, the first 5 of the two will be stored at 7.

[0043] Focusing now on the space character situated after the 'u' character, it may be observed that the parallel attribute 8 contains a colour attribute C2. In the present example, it is assumed that when the parallel attribute transmitted is of colour attribute type, it is stored forthwith in the corresponding memory area. This is apparent at 9 in Figure 2e.

[0044] The next character 'T' contains a shape attribute DH in its parallel attribute 10. The character 'T' will therefore appear with double height and with a colour in accordance with the colour attribute C2 (red character background and yellow shape) stored previously.

[0045] The next character 'e' contains a colour attribute C3 in its parallel attribute 11. The character 'e' will therefore appear on the screen with a new colour (green background and black shape). Since two consecutive shape attributes were not transmitted, the value of the stored shape attribute 12 has not been changed and is still TS. Consequently the character 'e' will appear on the screen with a single size. Moreover, the colour attribute C3 is stored at 13.

[0046] It will be noted that, by virtue of the invention, it has been possible to modify, between two consecutive characters 'T' and 'e' not only the size of the character but also the colour of the background and of the shape.

[0047] The following characters 's' and 't' each contain a colour attribute (C4 and C5) in their parallel attribute, and hence they will appear on the screen in single size and with new colours.

[0048] The invention thus offers multiple display possibilities which render the depiction of the characters much more attractive than in the prior art.

[0049] Figure 3 shows a device for generating char-

acters which is included within a video signal receiver (not represented) such as a television monitor or a video recorder. This device is advantageously produced in the form of an integrated circuit and can accomplish other functions which are not the subject of the present invention.

[0050] Only those elements necessary for understanding the invention have been represented in Figure 3.

[0051] The device for generating characters of the invention comprises a CPU (Central Processor Unit) which supplies a RAM 30 with addresses of characters according to the text which is to be displayed on the screen.

[0052] The RAM 30 stores, on the one hand the codes corresponding to the characters to be displayed, on 8 bits, and on the other hand the display attributes of each of these characters, also on 8 bits, according to the coding model depicted in Figure 1.

[0053] At the output of the RAM 30 there is a data bus 101 containing the codes of the characters, and which will be referred to as the character bus hereinafter, and a data bus 102 containing the parallel display attributes, and which will be referred to as the attribute bus hereinafter. Each of these buses is 8 bits wide.

[0054] In practice, there may, depending on the organization of the RAM 30, be a single 16-bit data bus or alternatively two physically separate data buses each of 8 bits.

[0055] The character bus 101 and the attribute bus 102 are transmitted to an attribute decoding circuit 100 which will be described subsequently in greater detail and which comprises as output: a character bus 101', a data bus 104 containing colour attributes (defining the colour of the background and of the shape of the characters) and a data bus 103 containing shape attributes (defining the size, underlining, etc. of the characters).

[0056] The character bus 101' is transmitted to a ROM 40 which contains the character fonts in memory. Each character code transmitted by the bus 101' corresponds to an address of the ROM in which is stored the matrix of the character in the form of 10×10 pixels.

[0057] The matrix is then transmitted to a shift register 50 which transmits the lines of 10 pixels one by one to a pixel processor 60 which derives, in a manner known per se, from the data bits transmitted by the bus 105 and from the check bits transmitted by the colour attribute bus 104 and shape attribute bus 103, the RGB signals relating to the text to be displayed.

[0058] The pixel processor also derives an insertion signal FB (standing for "Fast Blanking") which makes it possible either to insert the text to be displayed in place of the video signal, or to display the text in transparent mode with respect to the video signal.

[0059] We shall now describe the attribute decoding circuit 100.

[0060] The circuit 100 comprises an attribute decoder module 120 which receives the attribute bus 102 as in-

put. The attribute decoder 120 considers only the most significant bit b7 (selection bit) of each parallel attribute code. If the value of b7 is '1', then the attribute decoder will place the '1' level on the line 122 containing the cue relating to the shape attribute, and the '0' level on the line 121 containing the cue relating to the colour attribute.

[0061] Conversely, in the case where $b7 = 0$, the '0' level will then exist on the line 122 and the '1' level on the line 121.

[0062] The line 121 controls a multiplexer 123. When the latter receives a '1' level of the line 121, this signifies that the current parallel attribute transmitted on the bus 102 is a colour attribute. The multiplexer 123 therefore outputs, on the colour attribute bus 104, the attribute code received from the attribute bus 102.

[0063] On the other hand, when the multiplexer 123 receives a '0' level from the line 121, signifying the presence of a shape attribute on the bus 102, it supplies the bus 104 with the code of the colour attribute stored previously by the first storage means 130.

[0064] This first storage means 130 consists of eight storage flip-flops which make it possible to store eight bits in total, i.e. a colour attribute code. The said storage flip-flops are regulated by a clock signal ld , termed the LOAD signal, which is represented in Figure 4c.

[0065] Referring to Figure 4, the changes of state of the character bus and of the attribute bus which occur at the same instants t_1 and t_3 may be seen in Figures 4a and 4b respectively. The difference $t_3 - t_1$ represents the period of the signal regulating the data buses 101 and 102.

[0066] The LOAD signal consists of pulses occurring at the instants t_0 , t_2 and t_4 (in Figure 4c). This signal has the same period as the signal regulating the data buses 101 and 102. This is because the following relation holds: $t_3 - t_1 = t_2 - t_0$. On the other hand, the pulses of the LOAD signal are shifted with respect to the instants of change of state of the data buses 101 and 102. This has the purpose, the LOAD signal serving to regulate a certain number of operations in the circuit of Figure 3, of guaranteeing stability of the data present on the buses 101 and 102 at the time of the operations for reading these buses. The LOAD signal also serves to advance the addresses in the RAM 30.

[0067] Returning to Figure 3, the first storage means 130 receives as input the output from the multiplexer 123 by way of the bus 131. Thus, if the attribute bus 102 contains a colour attribute, it is the code of this colour attribute which is stored at 130 and if the bus 102 contains a shape attribute, the value stored at 130 remains unchanged.

[0068] The manner of operation of the multiplexer 123 as a function of the level of the signal present on the line 121 which was described earlier applies also to the multiplexer 124 and to the line 122. Likewise, the second storage means 140 for storing the shape attribute is identical, in its makeup and its manner of operation, to

the first storage means 130.

[0069] On the other hand, according to the embodiment chosen in the example of Figure 3, the processing of the storage of the shape attributes comprises variants relative to the storage of the colour attributes.

[0070] The first variant consists in storing a shape attribute in the second storage means 140 only if two consecutive shape attributes have been transmitted on the attribute bus 102, the first of the two shape attributes being stored.

[0071] To do this, a logic AND 161 receives as input, on the one hand the line 122 and on the other hand the line 122 after a delay 160, the said delay 160 consisting of a flip-flop clocked by the LOAD signal 162 described above.

[0072] The output of the logic AND 161 will be at the '1' level when two shape attributes have been transmitted consecutively on the bus 102, at the same time transmitting two '1' levels one after the other on the line 122.

[0073] The output of the logic AND controls a multiplexer 143. The latter outputs to a bus 142:

- either (when the output of the logic AND is at the '1' level) the shape attribute transmitted with the previous character, and stored by a storage means 150 consisting of eight flip-flops, this making it possible to store the first of the two consecutive shape attributes;
- or (when the output of the logic AND is at the '0' level), the shape attribute stored at 140.

[0074] The bus 142 is linked to the input of the second storage means 140 by way of a multiplexer 141 which will be described below.

[0075] Thus, to summarize, when two consecutive shape attributes are transmitted on the attribute bus 102, the first of the two is stored at 140, otherwise the stored shape attribute remains unchanged.

[0076] According to the second variant, it is nevertheless possible in certain cases to force the storage of a shape attribute transmitted in isolation. In the example of Figure 3, the case will arise when a space character is transmitted on the bus 101 at the same time as a shape attribute is transmitted on the bus 102.

[0077] To do this, a decoder module 110 for decoding the space character code receives the character bus 101 as input and outputs a '1' level to a line 111 when the character code received as input corresponds to the space character and a '0' level otherwise. The line 111 controls the multiplexer 141 which supplies the second storage means 140 with either the shape attribute present on the bus 102 when a space character has been detected on the bus 101, or the shape attribute received from the bus 142 described above otherwise.

[0078] It is also possible to force the storage of a shape attribute transmitted in isolation when certain particular serial display attributes are transmitted on the bus

101, for example a serial attribute modifying the colour of the background of the characters or a serial attribute modifying the colour of the shape of the characters.

[0079] The outputs of the multiplexers 123 and 124 are linked respectively to the output buses, 104 for the colour attributes and 103 for the shape attributes, of the circuit 100.

[0080] The embodiment described in Figure 3, in which the mode of storage of the colour attributes is different from the mode of storage of the shape attributes, can of course be reversed by applying the processing of the shape attributes to the colour attributes and vice versa.

Claims

1. Process for coding characters and associated display attributes in a video system characterized in that it consists in:

coding a first cue of character type in a first word N bits long;

coding a second cue of display attribute type, a so-called parallel attribute, defining the colour or aspect associated with a character, in a second word, M bits long, comprising at least one selection bit (b7) whose value indicates whether the parallel display attribute transmitted is a colour attribute or a shape attribute;

storing the value of the said parallel display attribute;

using, for display of the current character, the colour attribute, respectively the shape attribute, transmitted at the same time as the current character, or by default, the colour attribute, respectively the shape attribute, stored during transmission of a previous character.

2. Process according to Claim 1, characterized in that the value of the parallel display attribute transmitted is stored by a first storage means (130) if it is a colour attribute and by second storage means (140) if it is a shape attribute.
3. Process according to Claim 2, characterized in that the parallel display attribute is stored by the second storage means (140) only if at least two consecutive parallel display attributes transmitted are of shape attribute type.
4. Process according to Claim 3, characterized in that the penultimate of the at least two consecutive parallel display attributes of shape attribute type is stored by the second storage means (140).
5. Process according to Claim 2, characterized in that the parallel display attribute is stored by the first

storage means (130) only if at least two consecutive parallel display attributes transmitted are of colour attribute type.

6. Process according to Claim 5, characterized in that the penultimate of the at least two consecutive parallel display attributes of colour attribute type is stored by the first storage means (130). 5
7. Process according to one of Claims 3 to 6, characterized in that the parallel display attribute transmitted in the second word is stored directly by the appropriate storage means (130, 140) only when a predetermined specific character code is transmitted in the first word. 10
8. Process according to Claim 7, characterized in that the predetermined specific character code corresponds to the space character. 15
9. Process according to Claim 7, characterized in that the predetermined specific character code belongs to a subset among the serial display attribute codes. 20
10. Process according to one of the preceding claims, characterized in that the first and the second word are of equal length ($N=M$ bits). 25
11. Process according to Claim 10, characterized in that the first and the second word are 8 bits long. 30
12. Device for generating characters in a video system implementing the process according to one of the preceding claims, characterized in that it comprises: 35
 - a) a memory (30) in which are stored the codes of the characters to be displayed and the codes of the parallel display attributes of the said characters, the display attributes being of the shape attribute type or of the colour attribute type, the said memory (30) comprising as output a character data bus (101) and an attribute data bus (102); 40
 - b) an attribute decoding circuit (100) which receives the attribute data bus (102) as input and comprises 45
 - a means (120) of decoding the attribute type transmitted and 50
 - at least one means (130, 140) for storing a display attribute received,

the said decoding means outputting to a shape attribute data bus (103) and to a colour attribute data bus (104), either the code of the attribute received from the attribute data bus (102), or the code of the attribute stored, de-

pending on the type of attribute transmitted on the said attribute data bus;

- c) a read-only memory (40) containing the character models and receiving as input the character data bus (101, 101'); 5
- d) a pixel processor (60) receiving from the read-only memory (40), by way of a shift register (50), data bits corresponding to the character models, and receiving check bits for the shape (103) and colour (104) attribute buses, the said pixel processor deriving the RGB signals corresponding to the text to be displayed.

13. Device according to Claim 12, characterized in that it comprises a first means (130) for storing the colour attributes and a second means (140) for storing the shape attributes. 15

14. Device according to Claim 13, characterized in that it furthermore comprises a first (123) and a second (124) multiplexing means, which are controlled by the means (120) for decoding the type of attribute transmitted, the code of the attribute received from the attribute data bus (102) being transmitted: 20

- either to the colour attribute bus (104) by the first multiplexing means (123), the shape attribute bus (103) receiving the shape attribute stored in the second storage means (140) by way of the second multiplexing means (124);
- or to the shape attribute bus (103) by the second multiplexing means (124), the colour attribute bus (104) receiving the colour attribute stored in the first storage means (130) by way of the first multiplexing means (123). 25

15. Device according to one of Claims 13 or 14, characterized in that it furthermore comprises a means (150) for storing the previous shape attribute transmitted on the shape attribute bus (103), the said previous shape attribute being stored in the second storage means (140) only when two attributes transmitted consecutively on the attribute data bus (102) are of shape attribute type. 30

16. Device according to Claim 15, characterized in that the means (120) for decoding the type of attribute transmitted comprises as output a line (122) received on a first input of a logic AND (161), the second input of the logic AND receiving the said line (122) after a delay (160) corresponding to the duration of transmission of a character, the output of the logic AND (161) indicating whether two consecutive attributes of shape type have been transmitted and controlling a third multiplexing means (143), which delivers either the previous shape attribute, or the shape attribute already stored to the second storage means (140). 35

17. Device according to Claim 16, characterized in that it furthermore comprises a decoder module (110) for decoding the character code transmitted on the character data bus (101), the said decoder module controlling a fourth multiplexing means (141) so as directly to store the shape attribute transmitted on the attribute data bus (102) when a predetermined specific character code is detected.

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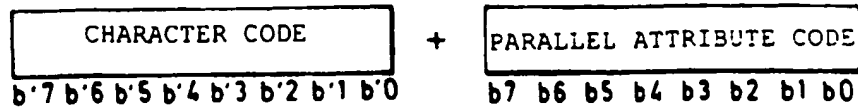


FIG.1

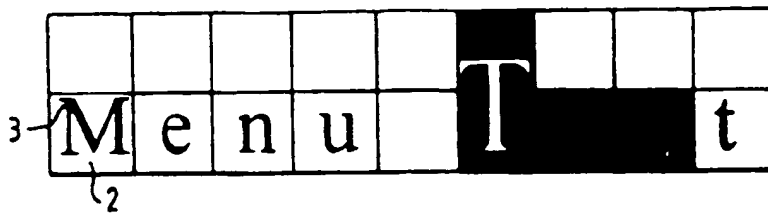


FIG.2a

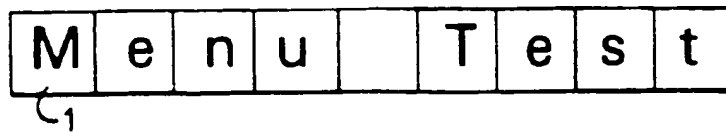


FIG.2b

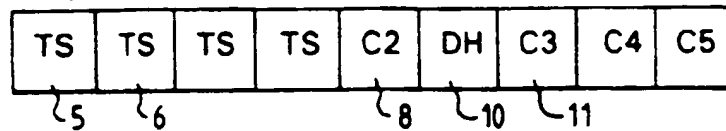


FIG.2c

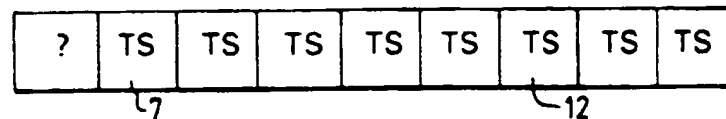


FIG.2d

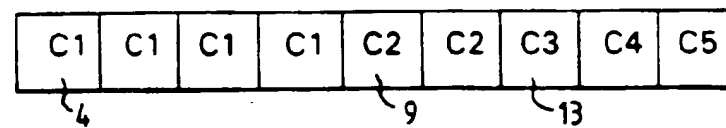


FIG.2e

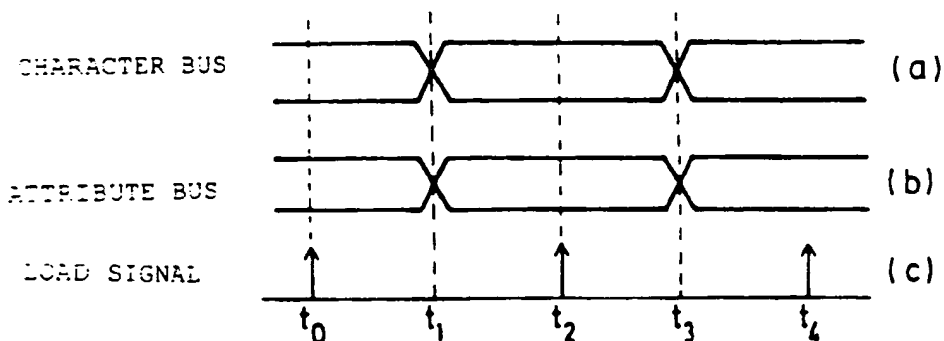


FIG.4

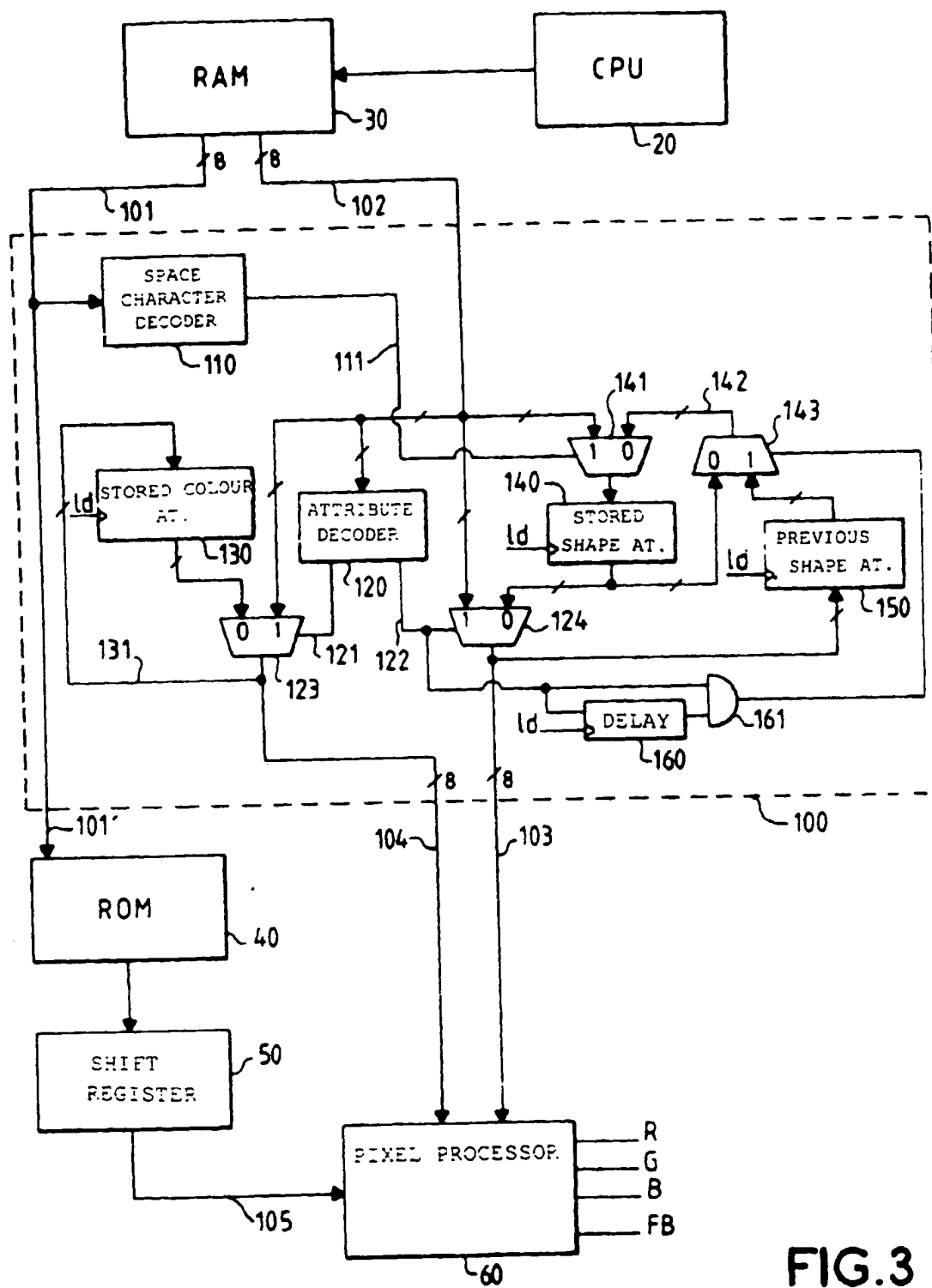


FIG.3



European Patent
Office

EUROPEAN SEARCH REPORT

Application Number
EP 98 40 2879

| DOCUMENTS CONSIDERED TO BE RELEVANT | | | |
|---|--|----------------------------------|--|
| Category | Citation of document with indication, where appropriate, of relevant passages | Relevant to claim | CLASSIFICATION OF THE APPLICATION (Int.Cl.6) |
| A | <p>RICHARD BUGG: "Hardware minimization of videotex or teletext decoders by exploitation of display redundancy" IEEE TRANSACTIONS ON CONSUMER ELECTRONICS, vol. 30, no. 3, August 1984, pages 416-420, XP002074851 New York, USA * abstract * * page 417, column 1, line 3 - page 418, column 1, line 52 * * figures 3-5 *</p> | 1,10,12 | G09G5/30 G09G1/16 |
| A | <p>US 4 398 190 A (LONG NICHOLAS R ET AL) 9 August 1983 * abstract * * column 8, line 67 - column 10, line 68 * * figure 6 * * column 1, line 55 - column 2, line 21 *</p> | 1,10-12 | |
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| The present search report has been drawn up for all claims | | | |
| Place of search | | Date of completion of the search | Examiner |
| THE HAGUE | | 11 February 1999 | Cochonneau, O |
| <p>CATEGORY OF CITED DOCUMENTS</p> <p>X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document</p> <p>T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons & : member of the same patent family, corresponding document</p> | | | |

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**ANNEX TO THE EUROPEAN SEARCH REPORT
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This annex lists the patent family members relating to the patent documents cited in the above-mentioned European search report. The members are as contained in the European Patent Office EDP file on
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For more details about this annex : see Official Journal of the European Patent Office, No. 12/82